

ESPORTS WORLD CUP

Esports World Cup 2026

CROSSFIRE

RULEBOOK

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Definition of Terms

EWC or Esports World Cup: A multi-week festival at which the Tournament is taking place.

EWCF: Esports World Cup Federation; the supervising body of the Tournament.

Match: A series of Sets played between two (2) Teams.

Set: A single instance of CROSSFIRE play. It is played between Two (2) competing Teams. Consists of a certain number of Rounds.

Round: A single round of CROSSFIRE play, lasting up to 2 minutes and 30 seconds.

Global Risk: The "Defending" Team during any given Set

Black List: The "Attacking" Team during any given Set

Tournament: Refers to the CROSSFIRE at 2026 Esports World Cup competition.

Tournament Administration: An entity dedicated to overseeing the procedural and regulatory aspects of Tournament.

Tournament Organizer: The governing body of the Tournament.

1. General

1.1 Rule Changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules, without prior notice. The Tournament Administration also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

The Tournament is under jurisdiction of EWC Global rulebook:

<https://esportsworldcup.com/en/global-rulebook>

1.3 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

This rulebook applies exclusively to the CROSSFIRE at 2026 Esports World Cup ("Tournament") and does not impact any future leagues or other competitions.

1.4 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

1.5 Communication

The main communication method for the Tournament is email. When contacting Teams, the Tournament Administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the Tournament Administration may use the email addresses registered to participants on tournament platforms. Further communication channels such as Discord will be used throughout the Tournament.

2. Participants & Eligibility

2.1 Invitation

2.1.1 Invitation Distribution

A Team must receive an official invitation in order to participate in the Tournament.

Sixteen (16) invitations will be distributed to the best performing (highest-placement) Teams in the qualifying competitions as outlined below.

- 1 invitation - CROSSFIRE at 2025 Esports World Cup (Title Defender)
- 2 invitations - CFS SEA MASTERS 2026 SUMMER
- 3 invitations - CROSSFIRE BRAZIL LEAGUE 2026
- 3 invitations - CROSSFIRE WEST LEAGUE 2026
- 3 invitations - CROSSFIRE VIETNAM LEAGUE 2026
- 4 invitations - CROSSFIRE PRO LEAGUE 2026

2.1.2 Title Defender Invitation Pass-down

In case the Title Defender (AG.AL) would earn an invitation again, that invitation shall be passed down to the next highest placing Team in the "CROSSFIRE PRO LEAGUE 2026". If the next highest placing Team cannot be determined due to two (2) or more Teams sharing the same placement, the following tiebreakers shall be employed to determine the Team receiving the invitation (in the exact order they are listed):

- Total amount of CFS 2026 CFPL points accumulated
- CROSSFIRE PRO LEAGUE 2026 Regular Season ranking
- CROSSFIRE PRO LEAGUE 2026 Regular Season head-to-head record

2.1.3 Denial of an Invitation

If an invitation to the Tournament is denied or cannot be accepted by a Team due to any reason (e.g. visa failure), that invitation shall be passed down to the next eligible Team within the same League.

In case of the Title Defender denying the invitation or being unable to accept it, that invitation shall be passed down to the next eligible Team within the Title Defender's respective League.

In case the next eligible Team cannot be easily determined due to two (2) or more Teams sharing the same CFS 2026 ranking of their respective League, the following tiebreakers shall be employed to determine the Team receiving the invitation:

- Team's final placement in their respective League
- Team's Regular Season ranking within their respective League
- Team's respective League Regular Season head-to-head record

2.2 Age Restriction

All Players participating in the Tournament have to be at least thirteen (13) years of age at the time of their first Match.

Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Tournament. If minor Players have entered Tournament, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A Player will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organizer, that they have obtained the requisite consent.

2.3 Rosters

2.3.1 Roster Submissions

Teams must submit their rosters at a request of the Tournament Organizer before a specified deadline. Each Team Member may be assigned a maximum of one (1) of the organizational roles listed below.

1. Starter Player
2. Substitute
3. Team Coach
4. Team Manager

The Team Manager position is excluded from the single organizational role restriction, permitting individuals in this role to simultaneously hold one (1) additional organizational position.

2.3.2 Starter Players

A Team must consist of exactly (5) Starter Players ("Starter Roster"). Members of the Starter Roster are considered the primary competitors and are expected to participate in every Match, unless a Substitute is officially requested and approved by the Tournament Administration.

2.3.3 Substitutes

A Team must submit exactly one (1) Substitute.

Substitutes may be used to replace a specified Starter Player. This can only happen between Matches, not between individual Games within an ongoing series.

All requests for Substitutions must be submitted to Tournament Administration no later than sixty (60) minutes prior to the Match's scheduled start time. The Tournament Administration reserves the right to approve or reject any requests to use a Substitute.

2.3.4 Team Coach

A Team may submit exactly one (1) Team Coach. In instances where a Team Coach is not submitted, a Substitute may act as a Team Coach.

2.3.5 Team Manager

A Team may submit exactly one (1) Team Manager.

2.3.6 Team Leader

Each Team must declare one (1) of their Players as a Team Leader. The Team Leader may make decisions in the name of their Team, or indicate another person to make such decisions along with the Team Coach and/or Team Manager.

2.3.7 Roster Upkeep

Once a Team has secured an invitation to the Tournament, they are required to keep their Starter Roster, Substitute and Team Coach identical to the lineup used during the qualifying competition.

The Title Defender is required to maintain a Starter Roster, Substitute, and Team Coach identical to the lineup fielded during their most recent League they participated in.

Teams retain the option to omit a Team Coach or Substitute from their submission, even if such roles were filled during a qualifying competition. Nevertheless, these roster slots will remain ineligible for subsequent changes.

2.3.8 Roster Changes

No roster changes are allowed unless exceptional circumstances are demonstrated, in which case such changes shall remain subject to the formal review and sole discretion of the Tournament Organizer.

2.3.9 Roster Submissions Content

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Team roster information

2.4 Travel & Accommodation Coverage

The Tournament Organizer shall cover Travel & Accommodation for up to seven (7) Team Members, distributed as outlined below:

- Obligatory six (6) position covered
 - Five (5) Starter Players
 - One (1) Substitute
- Optional two (2) positions covered (travel & accommodation may be provided to one of the positions listed below)

- One (1) Team Coach
- One (1) Team Manager

2.5 Additional Information

The Tournament Organizer reserves the right to request additional Team information as required. Failure to provide any of this information may render the Team ineligible to compete in the tournament.

2.6 Country Restrictions

There are no residency and/or citizenship restrictions for this Tournament.

2.7 In-game Nickname

Players must keep their in-game nickname exactly the same as used during the qualifying competition they obtained their invite through. This also applies to Team Tags.

2.8 Team Tag

Each Team must provide a Team Tag consisting exclusively of roman alphabet letters (A-Z) and numbers (0-9). Team Tags must not contain special characters or spaces, and must be 2-4 characters long.

2.9 Multiple Teams

It is not allowed for a Team to participate in the Tournament if another Team of the same organization has been invited or qualified to the Tournament.

3. Format

3.1 Group Stage Format

Sixteen (16) invited Teams are split across two (2) Double Elimination Groups of eight (8) Teams.

The four (4) best performing Teams of each Group advance to the Playoffs (8 Teams in total).

All Group Stage Matches are Best of 3 (Bo3).

3.2 Playoffs

Eight (8) Teams advancing from the Group Stage are placed into a Single Elimination bracket with an additional 3rd place Match.

All Matches in the Playoffs are Best of 3 (Bo3) with the exception of Semi-Finals, 3rd place Match & Grand Final being Best of 5 (Bo5).

4. Seeding

4.1 Group Stage Seeding

The sixteen (16) invited Teams will be split into four (4) divisions depending on their placement in the qualifying competition they have qualified through.

Division 1	Division 2	Division 3	Division 4
Title Defender	CFPL - 2nd place	CFPL - 3rd place	CFPL - 4th place
CFPL - 1st place	CFWL - 1st place	CFWL - 2nd place	CFWL - 3rd place
CFBL - 1st place	CFVL - 1st place	CFVL - 2nd place	CFVL - 3rd place
CFSEA - 1st place	CFBL - 2nd place	CFSEA - 2nd place	CFBL - 3rd place

Division split is based on the global strength of a given region in 2025, including EWC 2025.

Teams will be drawn from each of these divisions, following the rules outlined below. Divisions must be emptied in a consecutive order, meaning that Division 1 must be fully emptied first, before any Teams may be drawn from Division 2 etc.

Division 1 & 2 draw rules:

- Teams are drawn in a random order.
- Teams will be placed into group A or group B in an alternating order.
 - 1st drawn Team shall be placed into group A;
 - 2nd drawn Team shall be placed into group B;
 - 3rd drawn Team shall be placed into group A etc.
- Teams shall be assigned the highest unoccupied seed of the group they are drawn for.
 - 1st Team drawn into group A shall be assigned seed #1;
 - 2nd Team drawn into group A shall be assigned seed #2;
 - 3rd Team drawn into group A shall be assigned seed #3 etc.

Division 3 & 4 draw rules:

- Teams are drawn in a random order.
 - Seeds will be assigned to Teams starting with the highest available seed across both A and B groups. If the highest available seed is the same across both groups, the priority will go to group A. This process continues until all Teams are seeded.

- No two (2) Teams qualifying through the same League can be placed in the same initial Match of their group bracket.
 - In case this happens, the last drawn Team will be assigned the highest unoccupied seed in the same group. The Team may also be placed in the other group if there are no eligible seed positions left in the same group.
- No more than two (2) Teams qualifying through the same League can be placed into the same group
 - In case this happens, the last drawn Team will then be assigned the highest unoccupied seed in the other group.
- Should the last drawn Team lack an eligible seed for placement in either of the groups, that Team will be swapped with the Team most recently drawn prior to them.
 - This can be repeated multiple times if necessary.

Note that both CFSEA Teams can still be placed into the same group. Title Defender (AG.AL) may be matched against another CFPL Team.

The draw shall be performed by the Tournament Organizer, with official results being released on August 9th, 2026.

4.2 Playoffs Seeding

The eight (8) Teams advancing from the Group Stage are split across two (2) divisions.

- Division 1 containing all four (4) Teams advancing to the Playoffs through the Upper Bracket of their respective Group Stage groups.
- Division 2 contains all four (4) Teams advancing to the Playoffs through the Lower Bracket of their respective Group Stage groups.

A dedicated broadcast moment is planned to introduce the Playoffs. Teams qualified to Playoffs are required to make one (1) Player available for this broadcast segment.

The specific schedule will be communicated in line with the overall daily schedule. The broadcast production Team may require a specific Player to be present, which will be communicated at least 3 hours prior to the segment.

Division 1 draw procedure:

Teams will be drawn one at a time, in a random order and distributed across the Single Elimination Playoff bracket following the below listed rule:

- Teams are assigned the highest available seeding position in the Playoff bracket the moment they are drawn.

Division 2 draw procedure:

The following two (2) Teams may select their opponent for the Playoff Quarter-Final:

- Highest seeded Team from Group Stage group A

- Highest seeded Team from Group Stage group B

The above listed Teams from Division 1 may select their opponent for the Playoff Quarter-Final from Division 2 following the below listed rules:

- Teams must select their opponents in the exact same order as they are seeded.
- Teams may not select an opponent from their own Group Stage group.
- Whenever a Team from a given Group Stage group selects their opponent, the remaining unpicked Team from a different Group Stage group will be placed against the remaining Team from the same Group Stage group.

Example:

Team A1 was drawn first;

Team A2 was drawn second;

Team B1 was drawn third;

Team B2 was drawn fourth.

Division 2 contains Teams A3, A4, B3, B4.

Team A1 is the first to select their opponent. They may only select between B3 and B4.

If they select B3, then A2 will be placed against B4.

If they select B4, then A2 will be placed against B3.

5. Schedule

Date	Tournament Stage
August 18th, 2026	Group Stage, Upper Bracket Opening Matches
August 19th, 2026	Group Stage, Lower Bracket Matches
August 20th, 2026	Group Stage, Upper Bracket Finals & Playoffs, Quarter-Finals
August 21st, 2026	Playoffs, Semi-Finals
August 22nd, 2026	Playoffs, 3rd place Match & Grand Final

The Tournament Organizer will share a detailed Tournament schedule as a separate announcement at a later date.

6. Game Rules

6.1 General Game Information

All Matches in the Tournament will be played using a version of the offline client exclusive to this competition. The exact version will be announced by the Tournament Administration at a later date.

6.2 Match Format & Definitions

The General format and definition of Match terminology is as follows:

a

Category	Details
Match Format	5 vs. 5 (Team based play with exactly five (5) Players per Team)
Round Time	2 Minutes 30 Seconds
Match	A "Match" in CROSSFIRE consists of three (3) or five (5) Sets, depending on the Tournament stage
Set	A "Set" in CROSSFIRE consists of eighteen (18) Regular Rounds, and overtime Rounds if necessary (Extra Rounds and Golden Round)
Global Risk	The "Defending" team during any given Set
Black List	The "Attacking" team during any given Set

6.2.1 Regular Rounds

- Each Set consists of a maximum of eighteen (18) regular Rounds.
 - Of which, nine (9) Rounds are played as Global Risk and nine (9) Rounds are played as Black List by each Team, depending on the side selection during the Map Veto process.
- Each half is nine (9) Rounds. After all Rounds in the half are played, the first half is considered finished, and Teams switch sides.
- The Set ends once a Team reaches ten (10) Round wins. The Team who reaches this score first is declared the winner of a given Set.

6.2.2 Extra Rounds

- In the event a Set ends at 9:9 Round score (draw), six (6) Extra Rounds will be played.

- Of which, three (3) rounds are played as Global Risk and three (3) rounds are played as Black List by each Team.
- The starting side for Extra Rounds are identical to the starting sides for the current Set.
- The Set ends once a Team reaches four (4) Round wins within these Extra Rounds. In this case, the Team who reaches this score first is declared the winner of a given Set.

6.2.3 Golden Round

- In the event a Set ends at 12:12 Round score (draw) after Extra Rounds, one (1) Golden Round will be played to determine the winner of the Set.
- The starting side for the Golden Round are identical to the second half of an Extra Rounds in the current Set.

6.3 Map Veto Process

6.3.1 Definition of Map Veto

- A Map Veto will be held before the start of every Match.
- Regardless of the Match, only the Team Leader and/or Team Coach can represent their Team for the Map Veto process.
- Each team will have 45 seconds to pick or ban a map, pick the starting side during the Map Veto and the Side Selection Process.
- If a Team takes longer than 45 seconds to pick or ban a map or the starting side during the Map Veto process, a Referee will make a random decision on the respective Team's behalf.
- Once the Team has made a decision during the Map Veto process, that decision will not and cannot be revoked.
- If a Team runs late (more than 5 minutes) to the designated time or performs a 'no-show' for the Map Veto process, a Referee will randomly pick the maps and starting sides for the respective Team.

6.3.2 Team A or Team B Selection for Map Veto

For all Matches of the Tournament, a coin flip will be used to determine which Team will decide between being Team A or Team B.

6.3.3 Map Veto Process - Bo3

The Bo3 Map Veto process is as follows:

1. Team A bans a map
2. Team B bans a map
3. Team A picks map 1
4. Team B picks the starting side for map 1
5. Team B picks map 2

6. Team A picks the starting side for map 2
7. Team A bans a map
8. Team B bans a map
9. Team A picks the starting side for map 3

6.3.4 Map Veto Process - Bo5

The Bo5 Map Veto process is as follows:

1. Team A bans a map
2. Team B bans a map
3. Team A picks map 1
4. Team B picks the starting side for map 1
5. Team B picks map 2
6. Team A picks the starting side for map 2
7. Team A picks map 3
8. Team B picks the starting side for map 3
9. Team B picks map 4
10. Team A picks the starting side for map 4
11. Team B picks the starting side for map 5

6.4 Weapons, Items, Characters and Map Pool

6.4.1 Allowed Weapons

Only the CFS-balanced weapons may be used. Any unlisted items are NOT permitted (e.g. ZP/MP/VIP weapons or characters, parachute, FP plus, costumes, ring accessory, etc.)

Category	Name
Rifle	M4A1-CFS
	AK-47-CFS
	Scar Light-CFS
	HK417-CFS
	M14EBR-CFS
Sniper	AWM-CFS

	TRG-21-CFS
MG	XM214 Gatling Gun-CFS
	MG36-CFS
	Lewis Gun-CFS
	KAC Chainsaw-CFS
SMG	MP5-CFS
	Kriss Super V-CFS
	MP7-CFS
	VEPR-12-CFS
Shotgun	FN-TPS-CFS
	A-Bolt Shotgun-CFS
Secondary (Pistol)	Colt 1911-CFS
	USP-CFS
	Desert Eagle-CFS
	MAC-10-CFS
Melee	Kukri-CFS
	Field Shovel-CFS
	Black Carbon Axe-CFS
	Jungle Knife-CFS
	Knife-CFS
Utilities	Grenade-CFS
	Flashbang-CFS
	Smoke Grenade-CFS

6.4.2 Allowed Items

Only the below listed items may be used. Any unlisted items are NOT permitted.

No.	Name
1	Bag 1 ~ 4
2	C4 Setup & Defuse Kit
3	Expand Grenade Slot
4	Head & Body Armor
5	All extra ammo items that are NOT other weapons

The above list may be subject to change by Tournament Administration. All the Players are advised to check the notice prior to their Matches. Players caught using prohibited items, including weapons/characters, may be subject to penalties.

6.4.3 Map Pool

The Tournament will be conducted entirely on a single competitive map pool consisting of the following maps:

No.	Map Name
1	Black Widow
2	Sub Base
3	Port
4	Ankara
5	New Compound
6	Eagle Eye 2.0
7	New Mexico

6.5 Technical Pauses

6.5.1 Purpose and Eligibility of Technical Pauses

A Technical Pause may be used only in the event of a Player disconnection, network-related technical issues, hardware failure, game server malfunction or medical emergency. A Team must inform a Referee immediately when such conditions occur. A Technical Pause may be induced either by the Team or a Referee.

6.5.2 Limits and Durations of Technical Pauses

Technical Pauses may be induced whenever the above outlined conditions occur and must last until all issues are resolved. The Tournament Administration, at its sole discretion may decide to remake the game if the issues cannot be resolved within a reasonable timeline or issues are directly related to an ongoing Set, and cannot be resolved.

6.5.3 Abuse of Technical Pause

Abusive or excessive use of Technical Pauses that disrupt the Set flow will result in penalties, and may lead to Set loss, fines or Disqualification of the offending Team at the full discretion of the Tournament Administration. The Tournament Administration retains exclusive authority to determine whether a technical pause was abusive.

6.5.4 Communication During a Technical Pause

Players and Team Coaches are not allowed to communicate with each other during a Technical Pause. Communication for the purposes of resolving an ongoing issue is permitted only upon previous approval and in the physical presence of a Referee. The Tournament Administration, at its sole discretion may allow the Players and Team Coaches to communicate between each other in case the technical difficulties related to an ongoing Technical Pause last for an extended period of time.

6.6 Remake

The below listed situations are eligible for a Remake:

- Unintentional disconnection of at least one (1) Player during game loading
- Unintentional disconnection of at least one (1) Player during the first 15 seconds of a Round, where no Players have taken any damage.
- Technical issues occurring within the first 15 seconds of a Round.
- Game breaking circumstances (such as bugs, glitches or server malfunctions) that prevent the Set from being successfully completed.
- Observer disconnect or any issue preventing the observers from joining or re-joining the game.

No Remake may be granted if the Round timer exceeded 15 seconds and/or Player damage was dealt or received.

6.7 Tactical Timeout

6.7.1 Limitations, Definition and Request Conditions of a Tactical Timeout

Each Team may request one (1) tactical timeout per Set, lasting exactly ninety (90) seconds. Timeouts must be requested by a Team Coach or Team Leader. Timeout requests cannot be withdrawn or aborted.

NOTE: A timeout will always start at the beginning of a next Round. For example, if a tactical timeout is requested in Round 3, the Timeout begins at the start of Round 4.

A Timeout can only be requested during Regular Rounds. Timeout requests during Extra Rounds or the Golden Round will be disregarded, as no available timeouts carry over to those phases. Unused Timeouts at the end of Regular rounds will be forfeited.

If both Teams request a Timeout in the same Round, both Timeouts will be considered used and applied simultaneously. Timeout durations do not stack. Both Teams requesting a Timeout will still be considered a 90 second single timeout.

6.7.2 Tactical Timeout Request Procedure

The protocol for initiating a Tactical Timeout is as follows:

Requests initiated by the Team Leader:

1. The Team Leader triggers the request via the in-game command (ALT+P).
2. A Referee will notify the opposing Team regarding the pending Tactical Timeout.
3. The Tactical Timeout interval will commence at the start of the subsequent Round.

Requests initiated by a Team Coach:

1. The Team Coach must present a physical "TIMEOUT" card to a Referee.
2. The Referee will then place the card on the Team Leader's desk.
3. The Team Leader must then execute the Tactical Timeout using the in-game command (ALT+P).

6.7.3 Communication During a Tactical Timeouts

During a tactical timeout:

- ALL Players and Team Coaches must remain seated with their headsets on.
- All Players within a Team are allowed to communicate with their Team Coach.

- Communication must take place through the designated official voice communication method.
- Communication between unauthorized individuals is strictly prohibited and will result in severe penalties.

6.7.3 Communication Outside of Tactical Timeouts

During a Set, all verbal and non-verbal communication involving Team Coaches, Players, and third parties is strictly regulated according to the following provisions:

- Players and Team Coaches are permitted to interact exclusively during Tactical Timeouts and during the 10-second freeze time at the start of each Round.
- Communication between Players and Team Coaches may also be authorized during Technical Timeouts under exceptional circumstances.
- Interaction with any third party remains entirely prohibited at all times, with the sole exception of contacting a Referee regarding administrative or technical concerns.

6.8 Usage of a Substitute

Only Substitutes submitted as part of the Team roster may be used. A substitute may only be called between Sets or Matches. A Substitute cannot be called between Rounds of an ongoing Set.

If a Substitute is called for a given Match, the substituted (replaced) Player cannot re-enter the Match through another substitution.

A Team must inform the Tournament Administration of an intent to use a Substitute at least 60 minutes prior to the scheduled start time of a given Set.

7. Prize Distribution

Place	Prize
1st	750,000.00 USD
2nd	350,000.00 USD
3rd	210,000.00 USD
4th	130,000.00 USD
5th-8th	75,000.00 USD
9th-12th	40,000.00 USD
13th-16th	25,000.00 USD
MVP	

MVP	25,000.00 USD
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8. Other

8.1 Organizer Provided Equipment

The Organiser will always provide monitors, computers, SSDs and noise-cancelling headsets for use during the Tournament Games.

8.2 Player Provided Equipment

Players have to bring their own peripherals (in particular: keyboard, mouse and mousepad) and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Our machines do not support PS2-keyboards. All Player equipment is subject to the approval of the Tournament Administration. The Tournament Administration reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Players may be asked to hand in their equipment for additional checks. Players that would like to use more than one piece of the same equipment need to ask the Tournament Administration for approval.

8.3 Equipment Feature Restrictions

Players are strictly prohibited from utilizing any piece of equipment (such as a mouse or keyboard) that provides an unfair competitive advantage. This restriction encompasses, but is not limited to, any integrated macro functionalities. Furthermore, modifying existing equipment to enable macro features is strictly forbidden.

8.4 Equipment Limitations

Players and Team Coaches are prohibited from using any unauthorized equipment in the Match Area. This includes but is not limited to mobile devices, wireless headphones, notebooks etc. Any unauthorized electronic devices must be handed over to the Tournament Administration prior to entering the Match Area, and must be returned immediately after a given Match is concluded.

Any unnecessary items such as backpacks, bags, jackets etc. must be cleared out of the Match Area prior to the Match start. Teams may be allowed to keep plushies or any "lucky items" in the Match Area during their Matches provided such equipment is authorized by the Tournament Administration.

8.5 Internet Access

Internet access on Tournament computers is disabled for all Players.

8.6 Punctuality Penalties

8.6.1 Team Punctuality

In instances where a Match, Set, or scheduled break is delayed because of a Team not being ready to play with all five (5) Players, the offending Team shall be sanctioned with two (2) Penalty Points for every ten (10) minutes of delay beyond the scheduled Match time. Should the caused delay reach twenty-five (25) minutes, a no show will be awarded instead.

8.6.2 No show

A Team failing to present all five (5) Players and begin their Match within twenty-five (25) minutes of the scheduled start time will forfeit that Match, receiving the worst score possible. In addition to that, the offending Team will be awarded with ten (10) Penalty Points.

9. Privacy and Data Protection

By participating in the Tournament, each Team acknowledges that EWCF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Tournament and these Rules. Further information is set out in the applicable Privacy Policy made available on the EWC event website or otherwise provided to Participants.